



**OFFICIAL  
FUNDRAISING GAME TOURNAMENT  
KIT**



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# STEP ONE

## MAKE IT OFFICIAL

“... 5, 6, 7, 8”



COMPANY MANAGER

## ABOUT TOURNAMENTS:

For a number of years, groups of game players throughout the world have been organizing Board-Game tournaments. These tournaments have helped many organizations raise money for worthy causes and provided a fun experience for everyone involved.

We are pleased to have you and your Performing Arts organization or Dance Studio join in the fun of DANCE-OPOLY by hosting a tournament. Below are game rules and suggestions for planning your successful DANCE-OPOLY Fundraising Tournament. Good luck and have fun!

## LEGAL STUFF:

**Relationship:** The relationship between Dancer-4Life Productions LLC and the tournament is that of independent contractors. As such, each party shall not have the authority to incur any obligations on behalf of the other party.

**Pertinent Laws:** The tournament must be run in accordance with all applicable local, state and federal laws.

**Indemnification:** The organizers agree to defend and indemnify Dancer 4-Life Productions LLC against any claims arising from injury or other causes in connection with the tournament.

**Non-Exclusivity:** Dancer 4-Life Productions LLC, will not grant to any sponsoring entity exclusive permission with regard to DANCE-OPOLY a property trading game.

## PLANNING YOUR DANCE-OPOLY TOURNAMENT

The key to a successful event is planning. Organize well and allow plenty of time to complete the essential details. Begin by considering the following:

**Who is playing?** Do you want families? We recommend setting an eligibility age no lower than eight years old. We also recommend 24 players minimum for a tournament. (4 Players per game, 6 Dance Opoly Board Games) (1 Non-Player Banker per game) Parents can play the role of Bankers, Judges, Time Keepers.

**Where will you play?** Choose a site that can comfortably accommodate the anticipated number of players. Make sure the room is well ventilated with adequate lighting and fire exits.

**How much time?** Allow at least half a day for your tournament. This will allow at least one preliminary round and the final game round. When preparing your schedule, remember the time it takes to register and seat players; to brief them on play procedure; to answer questions; to tally total assets at the end of each game; to present awards; etc...

# STEP TWO

## ORGANIZE THE DETAILS

“... 5, 6, 7, 8”



## PLANNING YOUR DANCE-OPOLY TOURNAMENT

**Who will help?** Don't try to handle all the tournament arrangements on your own. Appoint a tournament committee made up of some reliable parents and teachers from the dance studio.

**Assign Duties Well In Advance:** Remember for the actual tournament you will need an official judge and some tournament directors. We recommend one director for every six players. Minimum of 24 players.

### Materials Needed:

**Registration Table:** Whether or not your players are pre-registered for the tournament set up a registration table and take their names as they arrive.

**Tables and Chairs:** Ideally, each table should be set up for four players. In order to accommodate odd numbers however, tables can be set up for a minimum of three and a maximum of six players. In this case round tables are best. Make sure they're large enough to hold the DANCE-OPOLY game and equipment. Number each table so players know where to go after they register.

**DANCE-OPOLY Games:** One per table. The fundraising organization can either use games already purchased by students or purchase games directly from Dancer 4-Life Productions for the event. Therefore, you may want to save your DANCE-OPOLY games to use in future tournaments. Alterations to the board or pieces are not permitted. If using games already purchased by students, inspect to insure all playing pieces are in the games to be used.

**Score Sheets:** Allow one score sheet per player for each preliminary round and one for each player in the final game. (Print and make copies of the scoring sheet provided with this kit.)

**Pencils:** Provide players with pencils that have erasers to tally final assets at the end of each round.

**Clock:** A clock should be visible to all players.

**Telephone:** This is important if your tournament is a fund-raising event and you are expecting phone-in pledges. It is also useful if you need to contact the press during the event, or if there is an emergency.

### Materials:

- Extra hand calculators for tallying scores
- Microphone for the official judge if the room is large
- Note pads
- Spectator chairs
- Scoreboard to keep track of round winners (Optional)
- Name tags
- Waste paper baskets
- Water jugs
- Glasses
- Refreshments
- And whatever else will help your players enjoy playing



# STEP THREE

## FUNDRAISING

“... 5, 6, 7, 8”



## FUNDRAISING TECHNIQUES AND IDEAS

**Think Out-Of-The-Box:** Use any of these techniques or combination of them. You may want to consider tying in the local tournament with a dinner, raffle or community event and expanding the theme to include a Dance Concert. It's alright to make up your own, whatever works, have fun.

**Charge Admission:** Charge an entrance fee for each tournament players and or spectators. (\$1. to \$5) Sell lemonade, cookies and popcorn. (\$1.)

**Player Sponsors:** Businesses or individuals can sponsor a player by matching the players' total accumulated assets at the end of a given round by pledging one penny or higher per Dance-Opoly dollar earned. Each player should enlist between **(3 to 5 sponsors)** for the preliminary round and the same amount for the final round, assuming the player wins and advances. Sponsors enlisted for the 2nd and final round **only pay** if their player moves forward into the final rounds of play.

Average accumulated asset scores for individual players average between \$5000 to \$20,000, in 90 minutes of play. In Match Play at One Penny that would equal: \$50 to \$200 in player sponsor earnings per enlisted sponsor.

**Corporate Table Sponsors:** Can pay a flat fee, such as \$500, to sponsor a table. Recognize the sponsors with individual table plaques and credit the sponsors in all publicity materials.

**Small Merchant Graduated Fee Table Sponsors:** Individual businesses can sponsor a table on a graduated fee schedule based on the number of preliminary rounds per table. For instance, sponsors of the first preliminary –round tables could pay a fee of \$100, sponsors of the second round tables could pay \$200 and sponsors of the final round could pay \$300.

**Parents & Businesses:** Can buy deed cards or shares in a deed card. The number of patrons per deed card need not be limited. Recognize the patrons in a special booklet, place the patrons names on an honorary display prepared for the exhibition at the tournament and or make a special presentation announcement of the patrons.

**Enlist Media Sponsors:** Local Television stations, newspapers, and radio stations can purchase sponsorships similar to the ones for business sponsors for either a monetary donation or trade; (i.e. player spots for ad space, television spots, on-air mentions, etc.)

**Request Contributions:** Ask players or spectators to make a dollar amount contribution. Enlist community members to donate food and refreshments to be sold during or after the tournament.

**Request Donations:** Of merchandise, store credits and services (for example, dinner for two in a local restaurant that can be auctioned off during or after the event.

## STAFFING YOUR TOURNAMENT

**The Official Judge:** Appoint an official judge. This person's decisions will be final in the case of a rules dispute. The judge must be thoroughly familiar with the DANCE-OPOLY game rules and should also be responsible for the players before the tournament.

**Bankers:** Ideally, a non-player should serve as Banker at each table. Use parents to act as bankers at tables where their child is not a player. If neither is possible, a player from each table must act as that table's Banker. To determine the Banker, each player rolls the dice. The player with the highest roll is Banker for that round—but only for that round. The Banker for the final round should not be one of the players.

**Tournament Directors:** Ask several people to be tournament directors to greet players on arrival, take their names, and tell them what to do and where to go. Tournament Directors can also function as assistant referees, timekeepers, scorekeepers, Bankers, etc. Remember, plan for one director per six players.

**Referee:** In some instances, you may wish to have a referee at each tournament table to monitor game play. However, in instances where there is a rules dispute, the referee must defer to The Official Judge. As with the judge, the referees must be thoroughly familiar with the DANCE-OPOLY game rules. Referees may not be players.

## PRE-TOURNAMENT BRIEFING

Before the start of a DANCE-OPOLY tournament, the referee at each table or the Official Judge should brief the players, clarifying any rules that might be confusing and answering players' questions. The Bankers, too, should be briefed on their role.

### The Referee should cover the following:

Tournament Time Schedule to be supplied by the tournament director

Number of rounds and approximate time each round will begin and end—to be supplied by the tournament director based on the number of participants.

How to resolve rule disputes—refer to game rules.

What to do at the end of the round.

**Scoring:** Players check off assets on the score sheets and tally. Banker counter-checks scores

**Signing The Score Sheet:** The player signs, the Banker or the referee counter-signs

How the players advance to final round—players with the greatest accumulated assets at the end of their respective games, advance to the next round until only two players remain. These two players then compete in the final round.

# STEP FOUR

## STAFFING YOUR TOURNAMENT

“... 5, 6, 7, 8”



# STEP FIVE

## MARKETING THE EVENT

“... 5, 6, 7, 8”



### MARKETING DOCUMENTS:

**Contact:**      **DANCE STUDIOS NAME**                      **FOR IMMEDIATE RELEASE**  
Tournament Directors Name  
Daytime Phone #  
Evening Phone #  
Email:

### SAMPLE CALENDAR LISTING

For listing under Events

Week of: (Date)

The (organizations name), along with (co-sponsor) will host an official DANCE-OPOLY® Game Tournament on (date) from (time) at (location). All proceeds from this event will be used for new costumes and traveling expenses for the dance team. Admission to the tournament is (cost). For more information contact (name) at (phone number)

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**Contact:**      **DANCE STUDIOS NAME**                      **FOR IMMEDIATE RELEASE**  
Tournament Directors Name  
Daytime Phone #  
Evening Phone #  
Email:

### FLYER ANNOUNCEMENT

Calling all DANCE-OPOLY® GAME FANS! The (organizations name), along with (co-sponsor) is hosting an official DANCE-OPOLY® Game Tournament on (date) from (time) until (time) at (location). All proceeds from the tournament will be used for new costumes and traveling expenses for the dance team. If you are interested in helping contact (name, phone number) Admission is (cost)

# STEP SIX

## GAME ON

“... 5, 6, 7, 8”



### THE DAY OF THE TOURNAMENT:

**Set Out One Game Per Table:** Check that all Dance Title Deed cards are present and that there are only 30 Dance Studios and 15 Dance Theaters. Save time by counting each players money out in advance..

**Registration:** We suggest that players be told to arrive 45 minutes before your scheduled start-time. As they arrive, have them fill out and sign the enclosed registration sheet, give each a name tag and then direct them to their designated table.

**Players Briefing:** Once the players are seated they should be briefed on official tournament play. This is best handled by the tournament organizer or judge. Details of what should be covered in the briefing are included below.

**Questions & Answers:** Following the briefing, allow players time to ask procedure and rules questions. The most common questions and answers are included under Step Four. Set a time limit of about 15 minutes for questions, then begin the tournament.

**Rounds of Play:** To arrive at a winner, you must have at least two rounds of play, each with a 90 minute time limit, and played by the standard or long-game DANCE-OPOLY game rules. At the end of the 90 minutes each player totals there accumulated assets sheets. The winners of each game advance to the next round until there is only one table remaining with up to six players.

If you have a large number of participants in your tournament, you may want to have more than one preliminary round. In this case the first preliminary round, played for 90 minutes, will result in some outright winners, and others will win by virtue of having the highest total assets at their table. The same method is used for the next round of play. Thus, if you start with 48 people your first round will be 12 tables of four people each. Your second round is three tables of four players each. Your third and final round will be one table of three players. Obviously, not every group will divide this evenly. You then have several choices. You can allow people to play only if there is room or if they can gather a new table of people. You can choose six winners from your preliminary round by highest total assets or you can seat people unevenly at tables. i.e. half of them at tables of three and half at tables of four, and play as many rounds as necessary to arrive at six finalists.

**Timekeeping:** The exact starting time of play must be announced for each round. Time remaining in the round should be announced each half hour, and 15 minutes before the end of each game. During the last 15 minutes of the final round, time should be called after each five minute period.

**End of Round:** When time is called, the game must stop. Any player who has thrown the dice completes that move and any transaction that may result. If there is an outright winner, he or she should tabulate his or her assets on a score sheet and give it to the tournament organizer. If there is not an outright winner, each player at the table should fill in a score sheet and the tournament organizer will name the table winner and collect his/her score sheet. If semi-finalists are to be chosen from among the entire group, every player must fill in a score sheet and the tournament organizer will name the six highest asset totals for each table.





## SPONSORSHIP FUNDRAISING PLEDGE AGREEMENT

Sponsors Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_

Email: \_\_\_\_\_

Phone: \_\_\_\_\_ Ext: \_\_\_\_\_

A person or persons can sponsor a player by matching the players accumulated assets with (.01) one penny or more per DANCE-OPOLY dollars earned. Accumulated assets for individuals average between \$5000 to \$20,000 at the end of 90 minutes of play equaling between \$50 to \$200 owed to the player by the sponsor.

All tournament rounds are timed for 90 minutes. At the end of that time period each players' accumulated assets are totaled. The player with the highest score in that game advances to the next round of play.

Sponsorship Amount: I agree to pay the following amount (.01) (.02) (.03) (.04) (.05) Cents, per each Dance-Opoly Dollar earned. (Circle One)

After the tournament the Player shall present total accumulated asset sheet to sponsor, verified by Tournament Officials signature. Payment will be rendered to player upon receiving final receipt. Payment can be in the form of cash or check made out to:  
**Enter payment information below and make copies of this document:**

**Player Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Sponsors Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Circle What Round You Are Sponsoring:** 1st 2nd 3rd  
2nd and 3rd round sponsors only pay if there player wins the 1st round and advances.



**Dance-Opoly®  
Fundraising Game Tournament  
Player Registration Form**

Name \_\_\_\_\_ Table #1

Name \_\_\_\_\_ Table #1

Name \_\_\_\_\_ Table #1

Name \_\_\_\_\_ Table #1

Name \_\_\_\_\_ Table #2

Name \_\_\_\_\_ Table #2

Name \_\_\_\_\_ Table #2

Name \_\_\_\_\_ Table #2

Name \_\_\_\_\_ Table #3

Name \_\_\_\_\_ Table #3

Name \_\_\_\_\_ Table #3

Name \_\_\_\_\_ Table #3

Name \_\_\_\_\_ Table #4

Name \_\_\_\_\_ Table #4

Name \_\_\_\_\_ Table #4

Name \_\_\_\_\_ Table #4

Name \_\_\_\_\_ Table #5

Name \_\_\_\_\_ Table #5

Name \_\_\_\_\_ Table #5

Name \_\_\_\_\_ Table #5

Name \_\_\_\_\_ Table #6

Name \_\_\_\_\_ Table #6

Name \_\_\_\_\_ Table #6

Name \_\_\_\_\_ Table #6



**Dance-Opoly®  
Fundraising Game Tournament  
Player Registration Form**

Name \_\_\_\_\_ Table #7

Name \_\_\_\_\_ Table #7

Name \_\_\_\_\_ Table #7

Name \_\_\_\_\_ Table #7

Name \_\_\_\_\_ Table #8

Name \_\_\_\_\_ Table #8

Name \_\_\_\_\_ Table #8

Name \_\_\_\_\_ Table #8

Name \_\_\_\_\_ Table #9

Name \_\_\_\_\_ Table #9

Name \_\_\_\_\_ Table #9

Name \_\_\_\_\_ Table #9

Name \_\_\_\_\_ Table #10

Name \_\_\_\_\_ Table #10

Name \_\_\_\_\_ Table #10

Name \_\_\_\_\_ Table #10

Name \_\_\_\_\_ Table #11

Name \_\_\_\_\_ Table #11

Name \_\_\_\_\_ Table #11

Name \_\_\_\_\_ Table #11

Name \_\_\_\_\_ Table #12

Name \_\_\_\_\_ Table #12

Name \_\_\_\_\_ Table #12

Name \_\_\_\_\_ Table #12